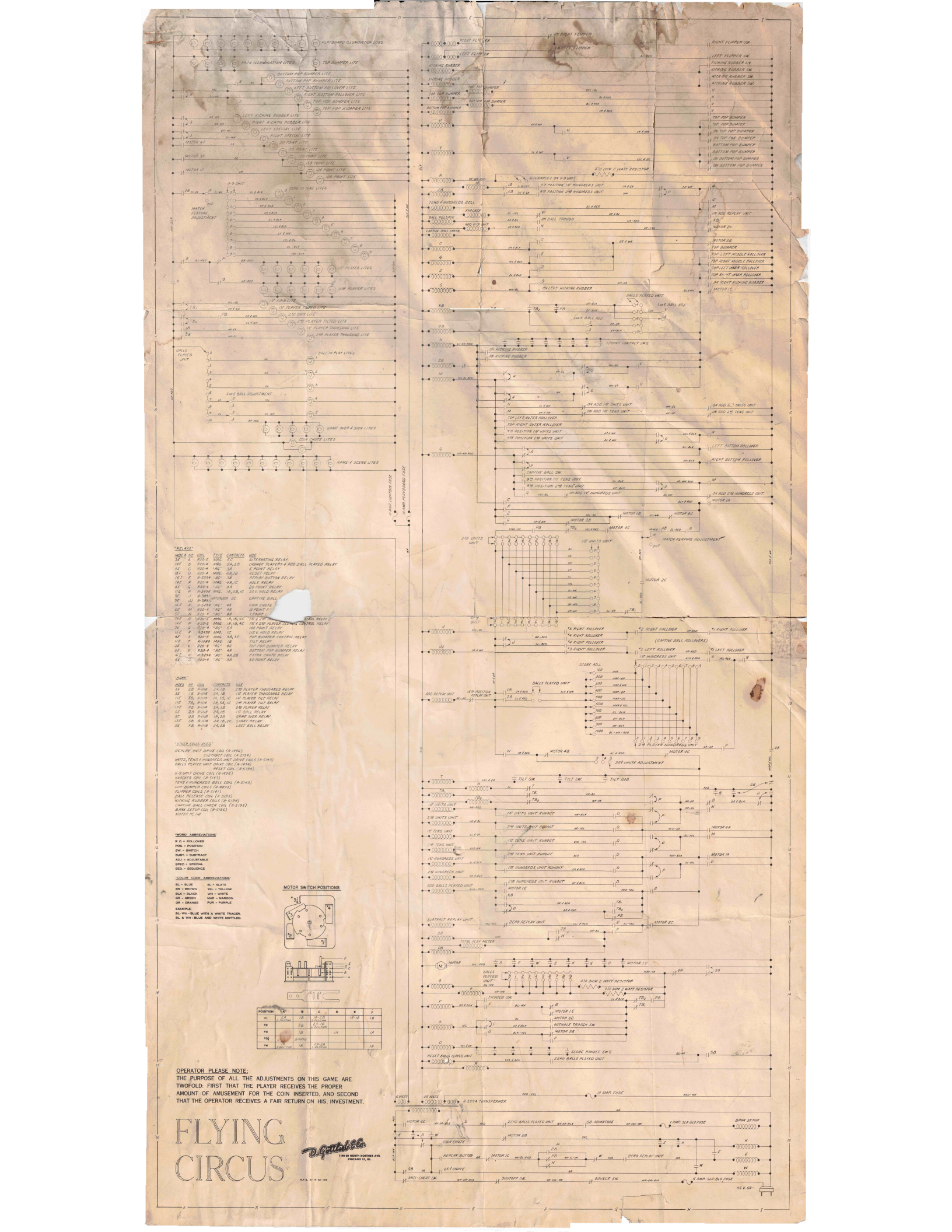

"RELAYS"

INDEX & QT	COIL	TYPE	CONTACTS	USE
3E	A	R20-5	MAG.	2C	ALTERNATING RELAY
14E	B	R20-4	MAG.	5A,3B	CHANGE PLAYERS & ADD BALL PLAYED RELAY
14C	C	R20-4	"AG"	5A	5 POINT RELAY
18T	D	R20-4	MAG.	6B,1B	RESET RELAY
16T	E	A-3294	"AG"	5A	REPEAT BUTTON RELAY
14E	F	R20-4	MAG.	4B,1C	HOLE RELAY
4T	G	R20-4	"AG"	3A	20 POINT RELAY
11E	H	A-3898	MAG.	1A,2B,1C	30 V. HOLD RELAY
9E	J	A-3891			
9E	JJ	A-3891	INTERLOCK	2C	CAPTIVE BALL
16J	K	A-3294	"AG"	4B	COIN CHUTE
5E	M	R20-4	"AG"	4B	10 POINT
5E	N	R20-4	"AG"	4B	1 POINT
19E	O	R20-3	MAG.	1A,1B,4C	1ST & 2ND PLAYER CONTROL RELAY
14E	P	R20-5	MAG.	1A,1B,4C	1ST & 2ND PLAYER 200 PTS. CONTROL RELAY
7E	Q	R20-4	"AG"	5A	100 POINT RELAY
15E	R	A-3898	MAG.	1C	11E V. HOLD RELAY
4E	S	R20-5	MAG.	3A,3C	1ST BUMPER CONTROL RELAY
11E	T	A-1084	MAG.	1B	TILT RELAY
2E	U	R20-4	"AG"	4A	TOP POP BUMPER RELAY
3E	V	R20-4	"AG"	4A	BOTTOM POP BUMPER RELAY
16T	W	A-3294	"AG"	4A,2B	EXTRA CHUTE RELAY
4E	Z	R20-4	"AG"	3A	30 POINT RELAY

"BANK"

INDEX & QT	COIL	CONTACTS	USE
3E	2S	A-1108	2A,1B	2ND PLAYER THOUSANDS RELAY
3E	1S	A-1108	2A,1B	1ST PLAYER THOUSANDS RELAY
11E	T_{B_1}	A-1108	1A,3B,1C	1ST PLAYER TILT RELAY
11E	T_{B_2}	A-1108	2A,3B,1C	2ND PLAYER TILT RELAY
13E	2S	A-1108	3A,3B	2ND PLAYER RELAY
5E	2B	A-1108	2A,1B	1ST BALL RELAY
6T	2R	A-1108	1A,2B	GAME OVER RELAY
15E	GB	A-1108	2A,1B,2C	START RELAY
5E	9S	A-1108	2A,2B	LAST BALL RELAY

"OTHER COILS USED"

REPLAY UNIT DRIVE COIL (A-1496)
SUBTRACT COIL (A-5194)
UNITS, TENS & HUNDREDS UNIT DRIVE COILS (A-5193)
BALLS PLAYED UNIT DRIVE COIL (A-1496)
RESET COIL (A-5194)
0-9 UNIT DRIVE COIL (A-1496)
KNOCKER COIL (A-5193)
TENS & HUNDREDS BELL COIL (A-5193)
POP BUMPER COILS (A-4893)
FLIPPER COILS (A-5141)
BALL RELEASE COIL (A-5195)
KICKING RUBBER COILS (A-5194)
CAPTIVE BALL (MEM) COIL (A-5195)
BANK SETUP COIL (A-5196)
MOTOR NO 1C

"WORD ABBREVIATIONS"

R. O. = ROLLOVER
POS. = POSITION
SW. = SWITCH
SUBT. = SUBTRACT
ADJ. = ADJUSTABLE
SPEC. = SPECIAL
SEQ. = SEQUENCE

"COLOR CODE ABBREVIATIONS"

BL = BLUE	SL = SLATE
BR = BROWN	YEL = YELLOW
BLK = BLACK	WH = WHITE
GR = GREEN	MAR = MAROON
OR = ORANGE	PUR = PURPLE

EXAMPLE:
BL-WH = BLUE WITH A WHITE TRACER.
BL & WH = BLUE AND WHITE MOTTLED.

MOTOR SWITCH POSITIONS

POSITION	A	B	C	D	E	F
#1	1A 1 POSITION	1B	1A-1C 2 POSITION		1A-1B	1B
#2		3B	2A-1B 2 POSITION			
#3		1B		1A		1A
#3½	BRAKE					
#4	2 POSITION	1B	2A-3B 2 POSITION			1A

OPERATOR PLEASE NOTE:
THE PURPOSE OF ALL THE ADJUSTMENTS ON THIS GAME ARE TWOFOLD: FIRST THAT THE PLAYER RECEIVES THE PROPER AMOUNT OF AMUSEMENT FOR THE COIN INSERTED, AND SECOND THAT THE OPERATOR RECEIVES A FAIR RETURN ON HIS INVESTMENT.

FLYING CIRCUS

D. Gottlieb & Co.
1140-50 NORTH KOSTNER AVE.
CHICAGO 51, ILL.

R.P.S. 4-17-61-176